

New Warrior Tasks & Battle Drills (WT&BD)

Shoot

- Qualify with assigned weapon
- Correct malfunctions with assigned weapon
- Engage targets with M240B MG
- Engage targets with M249 MG
- Engage targets with M2 Cal. 50 MG
- Engage targets with MK-19 40mm Grenade MG

- Correct malfunctions of a M2 .50 MG
- Correct malfunctions of a M240B MG
- Correct malfunctions of a M249 MG
- Correct malfunctions of a MK-19 40mm Grenade MG

- Employ mines and hand grenades
- * Engage targets with weapon using a night vision sight
- * Communicate
- * Engage targets with weapon using an aiming light

SITREP/SPOTREP

- Perform voice communications (MEDEVAC)
- Use visual signaling techniques

Urban Operations

- Perform movements techniques during an urban operation
- Engage targets during an urban operation
- Enter a building during an urban operation

Move

- Determine location on ground (terrain association/map/GPS)
- Navigate from one point to another (dismounted)
- Move over, through, or around obstacles (except minefields)

➤ Green = New Task or Drill

* Blue = Updated and/or Revised



Fight

- Move under direct fire
- React to indirect fire (dismounted & mounted)
- React to direct fire (dismounted & mounted)
- React to unexploded ordnance hazard
- React to man-to-man contact (combatives)
- React to chemical or biological attack/hazard
- Decontaminate yourself & individual equipment using

chemical decon kit

- Maintain equipment
- Evaluate a casualty
- Select temporary fighting position
- * Perform combat life-saving for open wound (abdominal, chest, & head)
- * Perform combat life-saving for bleeding of extremities
- Perform tactical combat casualty care
- Improvised explosive device (IED) detect and defeat
- Escalation of force
- Personnel recovery
- Battle Drills

- * Perform field sanitation & preventive medicine field craft
- React to contact (visual, IED, direct fire [includes RPG])

• React to indirect fire

• React to chemical attack

• Break contact

• Dismount a vehicle

* React to ambush (near)

* React to ambush (far)

* Evacuate a casualty (dismounted and mounted)

* Establish security at a halt

➤ Checkpoint entry operations

➤ Vehicle roll-over drill